

HM #24:"Separation"  
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FINAL+RECORD+THIRD DRAFT 8/21/02

FADE IN:

EXT. SNAKE MOUNTAIN - DAY

PUSH IN & DISSOLVE THROUGH as we HEAR OVER:

BADD (VO)  
<gross eating sounds>

INT. SNAKE MOUNTAIN - CONT.

FAVOR BADD (more barbaric of the 2 heads) as TWO-BADD sit at a rough hewn table, located in a corner of the cave, 2 plates before him. <Badd's contains nasty green goop, which he shovels into his mouth with his hand. Two's looks like Eternian sushi.

BADD  
Ummm, much tasty --

Two, about to put a fork in his mouth, eyes Badd disgustedly.

TWO  
You are the most disgusting--  
<sudden BURP!> (scowls) Now see  
what you've done!

BADD  
(scowls) Not my fault we share  
stomach.

ANGLE - Badd reaches for MORE goop. Two SLAPS Badd's plate off the table; reaches for his own. Badd SLAPS Two's plate off the table. ADJUST - They start punching at each other, tussling, knocking over the table as they RISE. They suddenly stop, smelling something real bad, eye each other accusingly.

BADD (CONT'D)  
(glowers defensive) No look at *me*.

They realize it's coming from OS, as they see: STINKOR enter.

STINKOR  
Stinkor wonders why you're always  
fighting. (incredulous) Aren't you  
*happy* to be an evil warrior?

TWO BADD scowls.

TWO

You been inhaling too many of your own fumes, stinkface. (glowers at Badd) Being attached to this oversized wart is ruining my life.

STINKOR rubs his chin, thinking.

STINKOR

In that case, you should go see Stinkor's old pal, Vormus. Biggest dealer of spells and potions in the dark hemisphere.

TWO-BADD - Two thinks this over, till Badd cuts him off.

TWO

It was magic that fused us together. Stands to reason that-

BADD

Where we find this Vormus?

STINKOR comes closer, eager to help.

STINKOR

Stinkor will take you there.

TWO-BADD both withdraw from the stinky guy and his malodorous aura, start heading out.

TWO/BADD

(quickly, revolted) Uh, that's okay/We find him ourself.

ON STINKOR - left there, puzzled. Breathes on his palm -- as if checking his breath, then shrugs.

CUT TO:

**INT. GAME ROOM IN THE ROYAL PALACE - DAY**

CLOSE - MAA is seated & very serious as his eyes wander back & forth over something slightly below him OS.

MAN-AT-ARMS

It looks bad, your majesty.

CU - QUEEN MARLENA, also seated, wears a grim expression.

QUEEN MARLENA

Courage, Duncan. We've never lost a battle to this enemy before.

PULL BACK - To reveal MAA & Marlana are facing TEELA & ADAM. They're playing a GAME featuring many GLOWING MARBLES arrayed out on a BOARD (sorta like Eternian chinese checkers> We see SYCLONE & ROBOTO looking on in the BG. Teela smiles.

TEELA  
There's a first time for everything. Our move Adam.

Adam smiles slyly at Teela, then looks up -- where we see a bunch of marbles swirling a few feet over the board, like the Milky Way. Adam points a techno looking wand -- which sends out a magic techno beam... which shoots at the Milky Way of marbles, causing one to drop down....amidst several marbles on the board. It emits a MAGIC GLOW which makes the other marbles VANISH.

ADAM casts a triumphant look at MAA...who arches an eyebrow.

MAN-AT-ARMS  
(to Marlana) It seems our children have finally surpassed us.

Adam & Teela - brimming with pent-up excitement, stifle their urge to gloat. They get up from the table, playing cool.

ADAM/TEELA  
(feigning "cool" & sporting)  
We got lucky./It could've gone either way.

REVERSE ANGLE - They turn; each covertly pump their arms.

ADAM/TEELA (CONT'D)  
(together, whispered) Yes!

ANGLE - MAA & the Queen rise to give their respective offspring hugs & kisses of congratulation. RACK FOCUS TO SYCLONE watching this, as his expression grows sullen. There is a faint breeze emanating from around his presence.

PAN TO ROBOTO - Not realizing that Syclone is exiting frame.

ROBOTO'S head swivels, sees: (PAN TO) Syclone gazing out a window lost in thought. Roboto enters SHOT.

ROBOTO (CONT'D)  
(puzzled) Something about the game  
troubled you?

SYCLONE  
<shakes head then confesses> Seeing  
Prince Adam and Teela with their  
parents...has brought back memories  
of my own family..Now long gone.

CLOSE ON ROBOTO - His circuits click as he ponders this.

ROBOTO  
My Datatrax indicate this unit you  
call "family" constantly creates  
new members. Logically, some of  
your family should still exist.

SYCLONE - His attitude grows hopeful as he considers it.

SYCLONE  
You are right. (brightens) I must  
seek out these new generations.

SYCLONE starts heading out. ROBOTO follows.

CUT TO:

**INT. THE SHOP OF VORMUS - SAME TIME**

EST. a dusty, dark, claustrophobic shop. <A distinctly  
Eternian labyrinth of shelves full of scrolls, tablets,  
magic items & more dust, with a counter.>

CLOSE - A GIANT BESPECTACLED EYE behind an Eternian  
magnifying glass. The Glass lowers; reveals the face of  
VORMUS, a shady old codger -- non-human, or blue-skinned  
like Keldor. He's examining a scroll behind the counter.  
Suddenly, an OS CRASH. He looks, eyes widening!

DOOR OF SHOP - has been busted down. Two-Badd stands  
silhouetted in the door frame. He steps in.

VORMUS glares as the shadowed Two-Badd approach -- noting  
the busted down door.

VORMUS  
Ever try knocking, sonny?

Two-Badd grabs him by the shoulders, lifts him.

TWO/BADD  
We require/Spell of separation!

Vormus dangles, lowers his spectacles, takes a look at them  
-- sees their two heads for the first time.

VORMUS  
(choking it out)  
So you do. (ingratiating nervous  
smile) Let me check the archives.

Two signals Badd to release Vormus. He does.

TRACK with Vormus & Two-Badd as they walk among shelves  
piled with scrolls, tablets, tomes & dust. They stop, as  
Vormus checks thru a stack, muttering to himself as the dust  
flies.

VORMUS  
...Regeneration....Salivation...  
Ah here we are -- Separation.

TIGHT - Vormus pulls out an ancient TABLET.

VORMUS (CONT'D)  
The Great Spell of Separation.  
Sounds like it'll do the trick.

OTS VORMUS - Vormus peruses the Tablet, finger moving along  
it as he skims it quickly. It looks like an ancient map of  
Eternia on which there are 3 symbols, a moon shape on a  
rocky atoll icon, a sun shape on a Volcano icon & a Pyramid  
shape on a step pyramid. Below these symbols are runic  
writing.

VORMUS  
Requires 3 artifacts to be joined  
together at the Well of Darkness  
and then --(sudden panic) Oh. Oh  
my. No.

TWO-SHOT - Vormus turns to Two-Badd.

VORMUS (CONT'D)  
I cannot sell *this*. At any price.

VORMUS hurriedly turns away to put the Tablet back on the  
shelf. Two looks at Badd; nods.

TWO  
You got that right.

BADD - POPS the OS Vormus with an electronic whip-weapon.  
ADJUST TO VORMUS - as he falls to the floor & the Tablet  
falls out of his hand to the ground. REVEAL - A chunk of the  
bottom breaks off.

Two-Badd REACHES into frame, takes the Tablet from beside  
Vormus' hand, (but not the broken off part.)

CLOSE - THE BROKEN CHUNK - Two-Badd's feet, walk past it,  
heading for the door.

TWO (OS)  
Says here the first artifact can be  
found on the ocean floor..

WIPE TO:

**EXT. ROCKY ATOLL IN THE SEA OF RAKASH - DAY**

A Terrordactyl sits on the atoll. CAMERA PUSHES in on water  
as we see air bubbles rising.

**EXT. BENEATH THE SEA OF RAKASH - CONT.**

CREEPY UNDERWATER CRITTERS swim past f.g. revealing TWO-BADD  
jettisons into frame, wearing ETERNIAN mouthpiece breathing  
devices, and a cool Eternian rocket/jet powered propelling  
device on his back. Two's head sees something OS. He points.

TWO BADD POV - On the ocean floor, near a section of ruined  
wall is a HUGE SKELETON, the remains of what was once a  
leviathan-sized creature. An Eternian Eel slithers thru the  
bony remains.

WIDE - Two-Badd swims past the skeleton & scans the wall.

OTS TWO BADD - ON RUINED WALL - crusted with coral, but we  
can make out a scene engraved on it, showing two armies  
poised for battle. To the right, just above the "armies" is  
a round, coral-encrusted shape, 6 inches in diameter.

CLOSE - TWO-BADD PRIES the round shape from the wall. The  
coral FALLS away, revealing a round "moon" of blue metal (it  
glows with power) with a single rune engraved in the center.

SMASH CUT TO:

**INT. CASTLE GRAYSKULL - SAME TIME**

OMINOUS THUNDER. The whole room THROBS with dark light.  
CAMERA FINDS THE SORCERESS - who looks OS, worriedly, as if  
sensing grave danger.

**EXT. ROYAL PALACE GARDEN - DAY**

ON CRINGER -- looking OS, expectant and excited.

ADAM (OS)  
Ready, boy?

REVERSE - ON ADAM - about to throw an Eternian-design ball  
for "catch." But as he draws his arm back, he hears:

SORCERESS (VO)  
Prince Adam! He-Man is needed in  
Castle Grayskull at once.

Adam reacts excitedly, drops the ball, reaches for his  
sword, while looking around to see the coast is clear:

ADAM  
Something big is up, Cringe.

CRINGER sees the ball dribble to ground, looks at it  
forlorn.

ANGLE - TRANSFORMATION SEQUENCE - Adam becomes He-MAN.

ADAM/HE-MAN  
By the Power of Grayskull!/I have  
the power!!!

Cringer is ZAPPED & becomes BATTLECAT who ROARS & REARS up!  
HE-MAN LEAPS aboard, they turn & SPRING at the camera, as we:

SWORD-WIPE TO:

**INT. CASTLE GRAYSKULL - ENTRY CHAMBER -SOON**

The Sorceress gestures and a MAGIC SCREEN appears. He-Man &  
BattleCat look on, as we PUSH IN, on the SCREEN:

THE SORCERESS  
Look upon the Triad of Dissidium,  
He-Man. Its tale has not been told  
for many years.

ON THE SCREEN - We see the 3 pieces of the TRIAD OF  
DISSIDIUM (from the Latinate for division), side by side: a

silvery metal PYRAMID with a sun cut-out in the middle, a gold metal SUN, with a round cut-out, and a Blue Metal Moon.

THE SORCERESS (VO)

Long ago the Triad was created by  
evil sorcerers at the command of  
the dark Warlord Hordak.

WIDEN to show the 3 pieces are held by 3 evil SORCERERS (woman, man, non-human). They bow to a shadowy figure (HORDAK, we never see him clearly) standing atop THE WELL OF DARKNESS, a Stonehenge-like area of Black Stone covered with Mystic Runes. There is a 4 ft. high column in the center. Hordak's hand beckons them.

OTS HORDAK - The middle Sorcerer extends the Pyramid (artifact #1) to Hordak. He takes it & turns OS. They follow.

OVERHEAD ANGLE - Hordak steps up to the small column.

CLOSE - There is a matching pyramid cut-out in the top of the column. Hordak's hands fit the pyramid into it. SFX: CLICK, then SFX: RUMBLE. The Pyramid GLOWS BRIGHT silver.

THE SORCERESS (VO, CON'T.)

At the Well of Darkness, he joined  
the pieces of the Triad together --

WIDE - OVERHEAD - Every Rune on the well of darkness GLOWS.

CLOSE - Hordak's hands fit the SUN (artifact #2) into its matching cut-out in the pyramid. CLICK, RUMBLE.

WIDE - OVERHEAD SHOT - The Runes on the Well CATCH FIRE. All but the center of the Well becomes an inferno.

CLOSE ON THE SUN DISK - Hordak's hands place the moon disk (artifact #3) into the round cut-out shape in the sun. CLICK.

SORCERESS (VO, CON'T.)

And the terrible spell of  
separation was cast.

WIDE FROM BEHIND HORDAK & SORCERERS - a HISSING EXPLOSION & a huge geyser of DARK ENERGY spews out of the well around them.

THE SORCERESS (VO, CON'T.)

In a matter of minutes, darkness  
covered half the planet...



HORDAK (VO)

<MANIACAL LAUGHTER>

FROM SPACE - ETERNIA - Evil energy rips across half the planet like a gigantic shadow dividing the planet into two distinct hemispheres.

HE-MAN (VO)  
(realizing) The creation of the  
light and dark hemispheres.

THE SORCERESS (VO)  
Yes. Hordak assumed his evil  
legions would thrive on the dark  
half and one day conquer the realm  
of light. But the energies he  
released proved too powerful.

WIDE - THE WELL OF DARKNESS - Suddenly, the dark geyser  
ceases. EVIL ENERGY crackles outward from 2 sides.

WIDE - FROM SPACE - ETERNIA - The planet seems to be  
swelling up as an "equator" of evil energy encircles it.

THE SORCERESS (VO, CON'T.)  
Realizing that even his own evil  
existence was in peril, Hordak  
commanded his minions to stop the  
spell.

TIGHT - THE 3 SORCERERS AROUND THE TRIAD - The trio makes  
magical gestures. In a GLOW of MAGICAL EFX the TRIAD RISES  
upwards out of the pillar it had been inserted into.

HIGH ANGLE - CLOSE ON THE TRIAD - It suddenly splits into 3  
pieces & each SHOOTS out of frame like a comet.

THE SORCERESS (VO)  
Though the Triad was indestruct-  
ible, they were able to separate  
the pieces, scattering them to the  
farthest corners of Eternia.

THE MOON PIECE - shoots out of the sky into the water, near  
the Rocky Atoll we saw earlier.

THE SUN PIECE - It shoots out of the sky into the opening of  
a volcano.

THE PYRAMID PIECE - It shoots out of the sky into a hole  
atop a STEP PYRAMID in the Vine Jungle.

THE SORCERESS (VO, CON'T.)  
Thus the planet was saved from  
total devastation.

WIDE, FROM SPACE - ETERNIA - The red line around the planet  
dissipates. The cataclysm ceases. FREEZE FRAME on the planet  
divided into light & dark, now a picture on the screen.

END MONTAGE - The Sorceress gestures; the screen disappears.

THE SORCERESS  
The artifacts remained hidden and  
were eventually forgotten. But now  
someone has found the first piece,  
and, I fear, seeks the other two.

ON HE-MAN - grim, but puzzled.

HE-MAN  
But why? Even Skeletor isn't mad  
enough to destroy the whole planet.

ON SORCERESS - shakes her head.

THE SORCERESS  
The thief may not realize the true  
nature of the spell. But if he  
succeeds in re-assembling the  
Triad, our world is doomed.

ZOOM ON HE-MAN - with determination.

HE-MAN  
Then succeed he won't!

WIDEN - HE-MAN leaps onto BattleCat who ROARS, and springs  
away, as the Sorceress looks after them. PUSH IN ON  
SORCERESS'S worried expression, as we...

### END ACT ONE

## ACT TWO

### EXT. ISLAND IN THE OCEAN OF GNARL - DAY

OTS WINDRAIDER - as it swoops toward a vaguely Asian looking  
island: bamboo forest, tropical plants, etc. <NOTE: This is  
**NOT** the Island of Anwat Gar>>>

A RISE - The WINDRAIDER at the top of a plateau thick with bamboo like foliage. As Syclone and Roboto get out, Syclone points OS, excited.

TRACK WITH THEM - as they move thru thick bamboo-like foliage, obscuring what lies ahead.

SYCLONE - but as he pushes thru foliage, and has his first view of the OS valley below, Syclone stops, aghast.

**EXT. VALLEY, AN ABANDONED VILLAGE - CONT.**

SYCLONE POV - a ruined village of huts & dust, overgrown by weeds & decades of neglect. Essentially a ghost town.

ROBOTO sees this as well. Syclone turns away, shattered.

SYCLONE  
Nothing... no one remains. Let us  
leave this place...

Roboto watches him exit. He swivels his head in dismay.

CUT TO:

**EXT. VOLCANO - DAY**

HE-MAN rides BattleCat to the rim of a volcano & looks down.

IN THE VOLCANO - Lava bubbles in the caldera. To one side, we see a rock ramp leading downward.

ON HE-MAN, BATTLECAT - He-Man sees the ramp, points.

HE-MAN  
A ramp, no doubt built by the  
Caligars as a gateway to Subternia.

BattleCat COILS his legs; LEAPS outward. SLAM BACK TO SHOW BattleCat's heroic leap across smoking lava; onto the ramp.

CUT TO:

**INT. SUBTERNIA - SAME TIME**

A CAVERN with several stony, tower-like formations -- occasional pools of bubbling liquid scattered here and there.

PULL BACK -to OTS TWO BADD peeking out a crevice-like entranceway to the cavern. They hold up the TABLET - which indicates a rocky formation corresponding to one

they're looking at. Indicated on the Tablet: the Sun Symbol artifact.

TWO

There.

TWO BADD - But then Badd pulls Two back, indicates 4 CALIGAR GUARDS on patrol -- heading down the cavern corridor. Then PAN to 2 more GUARDS heading down another area.

BADD

Patrol Guards everywhere. How we get past?

TWO smirks, pulls out a cool mini-bazooka-like device -- loads it with a cube-shaped projectile. But instead of aiming it at guards...TWO aims it into the distance --ADJUST ANGLE - at a dark passageway far from where the guards are on patrol.

GUARDS - react to the OS sound of the projectile skittering into the deep cave-like entranceway, then exploding.

CALIGAR GUARD #1

Intruders!

THE GUARDS rush towards the sound, and the cave-like opening. RACK FOCUS TO TWO BADD in f.g. Two smirks, then heads OS.

ON ROCK TOWER - Two-Badd approaches. Two sees a round disk covered by stone, high up. Strains to reach for it, can't.

BADD whips out a cudgel device & whomps the rock tower hard. ADJUST ANGLE - The SUN MEDALLION artifact shakes loose & falls...It GLOWS. GROUND TREMORS from the artifact's magic.

BADD snags the artifact. (artifact #2. A sun of gold metal with a round cut-out in its middle.) He now smirks at Two.

TWO scowls, grabs the artifact, puts it in a bag on his belt.

TWO

Two down, one to go.

TWO BADD - as they hear OS voice, both heads look and react, then WHIP PAN to REVEAL He-man.

HE-MAN (PARTIAL OS)

Correction. Your scavenger hunt is over.

TWO/BADD

He-/Man!

He-Man steps off BattleCat, draws his sword.

HE-MAN

You're dealing with forces you  
don't even comprehend, Two-Badd.  
Now hand over the artifacts.

TIGHT - Two-Badd's heads look at each other. They feign coy.

BADD

He say so, we better do.

TWO nods coyly and tosses the bag onto the ground between himself & He-Man.

HE-MAN looks at the bag, then looks at them cautiously, pointing his sword.

HE-MAN

No tricks. Step back and keep your  
hands where I can see them.

Two-Badd steps back, lifts his arms up. Two's fist is closed. Suddenly, TWO opens his palm -- in it is a diamond-shaped piece of metal which EMITS a BLINDING FLASH.

TWO

Yeah, and make sure you look real  
good.

HE-MAN & BATTLECAT - The intense FLASH blinds them. BattleCat ROARS, bats at his eyes, He-Man rubs his eyes.

HE-MAN

Aggghhh....

Two-Badd races over, grabs the pouch, then FLIPS over He-Man and Battle Cat and races OS.

HE-MAN - still rubbing painfully, at his eyes, hops on Battlecat, who REARS, RACES toward the passageway.

CUT TO:

**EXT. TOP OF THE VOLCANO - SECONDS LATER**

HE-MAN atop BattleCat bounds out of the smoky volcano & lands on the rim. BattleCat's fur is a bit singed. HE-MAN looks around as he hears: ENGINE NOISE.

POV - Two-Badd SOARS off into the sky a Terrordactyl.

CLOSE ON HE-MAN - He sets his jaw with determination.

HE-MAN  
We can't let him get the third  
piece of the Triad!

WIDER - Battlecat ROARS in agreement and they race off down the volcano mountain, in furious pursuit.

**EXT. SKY OVER THE SEA - DAY**

THE WINDRAIDER is flying over the Sea.

CUT TO: ROBOTO is at the controls of the Wind Raider. In the passenger seat, Syclone is sullen & distant.

ROBOTO  
I fail to comprehend your sad  
demeanor, Syclone. While it is true  
you found none of your descendants,  
you are essentially missing people  
you have never met.

SYCLONE gazes glumly out the window.

SYCLONE  
You never had a family, Roboto.  
You could not possibly understand.

ROBOTO  
Agreed. Which is why I am curious  
as to-

SYCLONE  
(cutting him off) I do not wish to  
speak of it.

Roboto SWIVELS his head toward Syclone, who is looking glumly out the window -- conversation over. ROBOTO swivels his head back, puzzled and keeps piloting, as we...  
CUT TO:

**EXT. RUINS OF A STEP PYRAMID/VINE JUNGLE**

LOW ANGLE - RUINS OF A STEP PYRAMID - as seen in the Sorceress's "tale", but now it's little more than floor tiles & a few fallen blocks, overgrown with jungle. Two Badd's feet step into frame. PAN UP TO TWO BADD looking around. <Terrordactyl is parked in the b.g.>

BADD  
Not much left of place.

TWO  
Good. That means nobody hanging  
around to get in the way.

Suddenly, they hear OS DRAGON SCREECH. They look up, gape!

THE MOTHER DRAGON (from HM#10) SOARS downward, BREATHES a  
great gout of fire OS.

TWO-BADD - dives OS into the ruins, as the Dragon fire  
SMASHES through frame.

IN SKY - The Dragon swoops around, turns for another pass.

IN RUINS - LOW ANGLE - Still on the ground, Two grabs a  
catapult device off his belt, loads it with a gas globe.

DRAGON - swooping downwards.

TWO - fires the catapult and & lets the gas globe FLY.

TWO  
Chew on this, flametongue.

HEAD-ON - The Dragon surges forward. The glass ball enters  
FRAME, hits her snout; EXPLODES in a CLOUD of GAS that  
enshrouds her head. SFX: ANGRY SCREECH.

UP ANGLE - The Dragon THRASHES WILDLY, HOVERS a moment;  
DROPS out of the sky like a rock, SPIRALS downward.

TREETOPS - The Dragon SPIRALS into frame & CRASHES thru the  
tree-tops...RACK FOCUS TO LOW ANGLE OF TWO BADD - still on  
the ground, among the ruins. TWO chuckles, until BADD looks  
at him and scowls.

TWO

(LAUGHTER)

BADD  
What so happy about? Still no find  
artifact.

TWO  
(smiles slyly) Oh no?

TWO indicates a ruined stone block that they'd been lying on. On it, a PYRAMID SHAPE is engraved.

BADD smiles & takes out a cool-looking expanding mallet, pounds the stone block, so it cracks open like an egg, revealing a pyramid shaped artifact inside it.

**EXT. ANOTHER PART OF THE VINE JUNGLE -SOON**

TRACKING - He-Man & BattleCat race thru the jungle, when suddenly there's a LOUD OS SCREECH! BATTLECAT rears back.

REVEAL the Dragon, dazed & weakened from the gas attack, pinned under a giant jungle tree, vines & other debris caused by her crash, starting to get up. BattleCat GROWLS.

HE-MAN  
Easy BattleCat. She's an old friend.

The dazed DRAGON raises her head, recognizes him - SCREECHES. The Dragon looks OS, indicating something.

HE-MAN - realizing, starts running. CAMERA FOLLOWS as he races towards the area of the ruined pyramid, just as...an OS TERRORDACTYL ENGINE dials up.

He-MAN looks UP.

UP ANGLE - Two-Badd zooms away on a Terrordactyl.

ZOOM CLOSE ON HE-MAN distraught. He half-turns, resolute.

SMASH CUT TO: HE-MAN - racing atop Battlecat, hair blowing back, intensity on his face.

WIPE TO:

**EXT. WELL OF DARKNESS - DAY**

EST. THE WELL - CAMERA FINDS the center column (as seen in Sorceress's tale) Two Badd is there looking down at its top.

POV TWO-BADD - a pyramid-shaped cut-out. THEN ADJUST TO TWO.

TWO (PARTIAL OS)  
This is it. Now all we do is insert the 3 artifacts, invoke the Spell



of Separation...(smiles) and I'll  
be back in my own body tonight.

BADD nods eagerly, then gets a concerned look.

TIGHT - Two extracts artifact #3, the pyramid, prepares to  
insert it into the column. Badd reaches out, stops him:

BADD  
(wary) Wait. Remember what He-Man  
say? "Many forces we not  
comprehend."

TWO  
(exasperated, rolls his eyes) Uh-  
huh. And you actually believe him?

Badd's anxious looks turns to "oh, I get it" smirk & he  
nods.

TWO smirks back, goes back to inserting the Pyramid into the  
column. There's a CLICK...then a frightening RUMBLE.

UP ANGLE ON TWO BADD - he reacts with slight awe, as the  
Pyramid GLOWS with silvery brightness.

WIDE - THE WELL - All the Runes start to GLOW with power --  
as the dark clouds fill the sky, turning day into night.  
SFX: THUNDER EFX: LIGHTNING FLASHES!

TIGHT, DRAMATIC- ON TWO-BADD - Badd's eyes dart all around  
nervously, as Two next fits the Sun Artifact into its  
corresponding cut-out in the Pyramid. CLICK, bigger RUMBLE.  
The Sun Artifact GLOWS golden.

ON THE WELL - The RUNES burst into flame around them.

TIGHT DRAMATIC - ON TWO-BADD - Badd is really nervous now.  
Two pulls out the Moon artifact. Badd stops his hand.

BADD  
Uhhh, maybe better we stop --

TWO  
And spend the rest of my life  
attached to a foul-breathed cretin?  
Not a chance.

Two yanks his hand free, punches Badd with an uppercut, sets  
the Moon into place. CLICK. Bigger RUMBLE. The Moon artifact  
GLOWS Blue.

WIDE ON WELL- it shakes and RUMBLES more and more violently.

TWO is smiling with eager expectation, but as rumbles get louder & shaking more fierce, even he starts getting nervous. Then the entire Triad EMITS HUGE EVIL ENERGY as it CRACKLES with fierce POWER. Two, trying to hide his fear, slowly starts to back away from the column & Triad, stammers:

TWO  
Uh, your breath isn't really all  
that bad...I mean I've smelt worse-  
-

Another UNLEASH OF FIERCE ENERGY and then...

WIDE - They freak. CAMERA FOLLOWS as they make a mad dash for the Terrordactyl.

ON A LEDGE OVERLOOKING THE WELL - He-Man & BattleCat ride onto the ledge. He-Man looks down -- reacts distraught.

HE-MAN  
No!

OVERHEAD SHOT - ON THE WELL - TWO BADD on the Terrordactyl FLIES UP & OUT of frame, as evil energy streams from the well; shoots out like an incision along the planet's dark and light equator.

HE-MAN - stunned, shattered. GROUND SHAKES. FIERCE ENERGY FX!

HE-MAN  
We're...too late.

WIDER ON HE-MAN - CLAP OF THUNDER & huge lightning bolts demolish a nearby mountain range, as we...

## END ACT TWO

## ACT THREE

### EXT. LEDGE ABOVE THE WELL - CONTINUOUS

WIDE - He-Man atop BattleCat as they view the burgeoning destruction. GROUND SHAKES. LIGHTENING & THUNDER CRASHES!

CLOSE ON HE-MAN - as THUNDER CRACKS and FX of lightening RIM Lights his face. He looks distraught. Suddenly, the FACE OF THE SORCERESS APPEARS before him!

SORCERESS  
(urgently, above the din)

There is still one chance to save  
the planet, He-Man. By returning  
the 3 artifacts to where they lay  
hidden. But you must hurry!

TIGHT - He-Man nods, fierce determination in his face,  
calls:

HE-MAN  
(above the din)  
Down to the well, Battle Cat!

PULL BACK - AS BattleCat with He-Man on board LEAPS out,  
even as a HUGE LIGHTNING BOLT destroys the ledge.

LOWER ANGLE - Battlecat jumping over the ring of flames  
encircling the well and LANDS...He-Man leaps off him.

ON THE COLUMN - As flames dramatically leap up around the  
Well's perimeter -- He-Man braves the intense heat -- steps  
in & reaches for the Triad. Lightning flashes. Thunder  
Booms!

CLOSER - DRAMATIC, EPIC - HE-MAN - MAGICAL ENERGY CRACKLES  
over him as he PULLS! It takes every ounce of his strength  
to withstand the heat & ENERGY shooting up his body...And  
then..

HE-MAN  
<GRUNTS of pain and exertion>

HE-MAN rips the Triad free (it's still joined; still glowing  
with fierce energy) & staggers back holding it.

CUT TO: He-MAN aboard BattleCat who COILS & SPRINGS over the  
flames around the well & RACES off, as we:

CUT TO:

**EXT. VARIOUS LOCATIONS - MONTAGE OF WORLD-WIDE CATAclysm**

>FROM SPACE - a line of evil energy ENCIRCLES the planet  
along the light & dark hemispheres. Debris & dust FLY off  
the

planet around this line. CRACKS radiate outward from it.

>ON A MOUNTAIN RANGE - as a mountain CRUMBLES!

>AN ISLAND - a Tidal Wave SMASHES down onto it.

>IN THE ROYAL CITY - A LIGHTNING BOLT STRIKES the Royal Palace, EXPLODING a section of it.

> ETERNIAN CITIZENS run as GEYSERS OF FIRE shoot up through the ground. SCREAMS! GROUND SHAKES!

CUT TO:

**EXT. SKY - SAME TIME**

ROBOTO PILOTS the Wind Raider through the dark sky. It's a very bumpy ride. LIGHTNING FLASHES. THUNDER booms! His circuits click as he scans ahead.

ROBOTO  
(above the din) My sensors indicate this phenomenon is affecting the entire planet. <as a lightening bolt shoots down, close> Prudence indicates that we should land.

SYCLONE eyes the dark crackling sky from the passenger seat.

SYCLONE  
(above the din) No! We must make it back to the Royal City. The others will need our help.

WIDE - The Wind Raider runs a gauntlet of LIGHTNING BOLTS.

CUT TO:

**EXT. VINE JUNGLE - RUINS OF A STEP PYRAMID = SAME TIME**

OTS HE-MAN - sets the Triad bottom (pyramid artifact) into one half of the cracked open stone block -- as the other half of the block MAGICALLY SLAMS shut on it.

EDGE OF RUINS - BattleCat looks OS, steps back as the ground shakes violently & He-Man races in, leaps aboard BattleCat.

HE-MAN  
Two more to go, BattleCat!

WIDE - BATTLECAT starts to gamely race off as He-Man notes how battered and weary BattleCat is.

CLOSE ON HE-MAN - racing into CAMERA, realizing. Then a SHADOW DESCENDS and he hears an Dragon Screech.

IN THE SKY - The Mother Dragon SOARS toward the ruins.

CU - HE-MAN - He gets a look of grim determination.

MATCH CUT TO:

**EXT. SKY - SECONDS LATER**

CLOSE ON HE-MAN - wind whipping thru his hair, as we PULL BACK to dramatically reveal he is now riding atop the Dragon!

HE-MAN  
To Subternia!

HERO SHOT - The Dragon lets out an impressive roar, massively rears up and zooms thru the skies at incredible speed as He-Man rides on her back.

CUT TO:

**EXT. ROYAL CITY - SAME TIME**

ON SKY - Lightning Flashes, thunder crashes. TILT DOWN - ETERNIANS run screaming past camera.

A BATTLETANK - MAN-E-FACES in it, fighting a raging fire in a palace turret with water cannons.

ANGLE - TWO BATTLETANKS race past, as we hold on MAA in f.g. pointing, directing rescue operations. Suddenly he REACTS to a HUGE SEISMIC SHAKE, making him lose his footing. He looks to see: a COLUMN of the palace is buckling.

MAN-AT-ARMS  
If that support column goes --

RAM-MAN races thru, LOWERS his head & RUSHES out of frame.

WIDE - THE SUPPORT COLUMN buckling - Ram-Man races in & BUTTS it back in place. He's KNOCKED BACK by the impact.

CLOSE - RAM-MAN - His eyes roll dizzily in his head.

ON MAA - Teela rushes in to join her father.

TEELA  
(urgent) We need fire brigades in  
the Northern Perimeter!

TILT UP- A TOP SECTION OF THE PALACE - A lightning bolt SLAMS it. The section EXPLODES & FALLS.

MAA & TEELA LOOK up, horrified as A HUGE SLAB of debris falls at them. MAA shoves Teela to the ground & covers her, bracing for impact... when suddenly, a GALE FORCE BLAST OF WIND BLOWS the debris OS. They look UP, OS & see:

THE WINDRAIDER - flying in. Syclone SPINS to a stop.  
Roboto pilots the craft.

FAVOR MAA and TEELA who get up....as the WindRaider comes in  
for landing beside them. MAA nods gratefully.

MAN-AT-ARMS  
(above the din) Good to have you  
back, Syclone. And you too,  
Roboto. You're needed.

SYCLONE and ROBOTO nod and jump onto a passing BATTLETANK.

**EXT. VOLCANO - SAME TIME**

The Volcano ERUPTS, lava spewing out & down the sides,  
burning great rifts in the rock. LIGHTNING CRACKLES in sky!

THE DRAGON - dramatically DIVE BOMBS down into this hell,  
He-Man holding on with one hand, his sword in the other.

**INT. VOLCANO - CONT.**

CLOSE - The Dragon FLIES wildly down, dodging flames.

WIDEN - FLAMING BOULDERS DROP around them. He-Man BATS them  
away with his sword, as the Dragon continues the descent.

LOWER, A CREVICE IN THE WALL - He-Man ducks low, as the  
Dragon flies towards a crevice way too small for his size.  
Dragon bursts thru crevice, as red hot rocks fly at CAMERA.

**INT. SUBTERNIA CAVERN - CONT.**

WIDE - Hot Lava flows through the area now, covering most of  
the floor. Into this scene, FLIES the Dragon & He-Man.

The Dragon soars into the massive cavern, above the rocky  
formations and hovers, bringing He-Man level with the rocky  
tower formation that was the Sun Artifact's hiding place.

CLOSE ON HE-MAN - He leans in; inserts the Sun artifact into  
its hole. The Sun artifact is MAGICALLY covered with stone.

WIDE ON CAVERN - The Dragon FLIES away from the rock  
formation as part of the cavern COLLAPSES around them.

**INT. CASTLE GRAYSKULL - SAME TIME**

OTS SORCERESS - ON THE MAGIC SCREEN we see He-man & the Dragon soaring out of the Volcano.

SORCERESS  
Hurry He-Man. The Planet is  
beginning to seperate!

**EXT. PLANET OF ETERNIA, FROM SPACE - SAME TIME**

THE PLANET TREMBLES as the rift of evil energy widens by the second. Mountain tops & other debris hurtle into space.

**EXT. SEA OF RAKASH, ROCKY ATOLL - SOON**

WIDE, DOWN - The sea roils furiously as He-Man & the Dragon FLY into frame, high above the Rocky Atoll we saw earlier.

THE DRAGON swoops down, then suddenly REARS BACK, not wanting to breach the water's surface. He-Man almost falls off from the abrupt halt.

TIGHT ON HE-MAN - He shouts to the dragon.

HE-MAN  
Down, we have to go down!

DRAGON HOVERS 60 feet above the water, let's out a HUGE roar, obviously agitated. SCREECHES. HE-MAN realizes what's happening.

HE-MAN  
I forgot. Dragons and water don't  
mix. <deep, HUGE breath>

WIDE - HE-MAN perched on the hovering dragon 60 feet above the water, takes a deep breath, & makes a heroic DIVE off the dragon, sword out in front of him, so he's poised to pierce the water like a human torpedo.

**EXT. UNDER THE SEA - CONT.**

He-Man appears from above frame, "TORPEDOING" into the water. CAMERA FOLLOWS - as he swims downward, with a mighty effort, buffeted by roiling currents and churning waters!

CLOSE - He-Man treads water for a beat, looks ahead, sees:

The Skeleton of the leviathan & the wall nearby.

He-Man is suddenly swept backward by a powerful current & SLAMMED into an impossibly large rock formation which collapses...

**INT. CASTLE GRAYSKULL -**

SORCERESS - WATCHES the MAGIC SCREEN - sees He-Man get buried under the collapsed rock formation. She REACTS distraught.

**EXT. UNDER THE SEA - SAME TIME**

ANGLE - The collapsed rock formation lies still. Then it trembles & goes flying as He-Man SMASHES his way out.

HE-MAN swims furiously thru the turbulent sea, heading for the wall, fighting currents, struggling to hold his breath.

ON RUINED WALL - He-Man makes it there & grabs hold of it, still fighting the current.

CU ON HE-MAN -really struggling to hold his breath - even starting to turn red in the face, he SLAMS the Moon Artifact into place. It gets MAGICALLY covered with coral.

**EXT. VARIOUS LOCATIONS/ MONTAGE OF PLANET CALMING DOWN**

>ROYAL PALACE - MAA, Teela & Ram Man look around in wonder & relief as the SHAKING stops...lightening peters out.

> AT THE WELL OF DARKNESS - The flames shooting from the runes falter & die out.

> FROM SPACE - the evil energy line around the planet fades.

**EXT. SEA OF RAKASH - SAME TIME**

WIDE ON THE SEA - It ceases its churning, as a ray of sunlight pierces thru the dark clouds covering the sky.

OVERHEAD ANGLE - THE SEA - Hold on the calmly rolling waters for a beat or two, then WHOOSH, He-Man breaks the surface.

TIGHT ON HE-MAN - He gratefully sucks in air.

HE-MAN  
<gasps for breath>

He-Man puts his hand to his mouth and whistles.

HE-MAN  
<whistle>

>From above, he hears OS Dragon Screech. He looks up. WIDEN  
- The Dragon FLAPS into shot and dive bombs toward camera.



WIDE - The Dragon dramatically grabs He-Man out of the water and FLIES right at CAMERA as we:

WIPE TO:

**EXT. ROYAL PALACE - LATER**

PAN PALACE now calm, but scattered with debris. A few BATTLE TANKS push debris into piles. CAMERA FINDS MAA, Syclone, Roboto & Ram-Man tossing debris off a fallen Palace Gate.

ROBOTO observes as they go about their task.

ROBOTO  
Am I incorrect, or do I no longer  
detect sadness in you, Syclone?

SYCLONE  
I am heartened that all is right  
with the kingdom once more.

ROBOTO - as he & SYCLONE lift/clear a large chunk of debris.

ROBOTO  
But you never found your family...

SYCLONE  
Ah, but I have.

ROBOTO cocks his head, circuits whirring, puzzled -- as SYCLONE pauses and philosophically looks at OS Masters.

SYCLONE  
For what is a family...but people  
who support and care for each  
other? (with a smile) The Masters  
of the Universe are my family now.

WIDE ON SCENE - dramatic, reminiscent of Iwo Jima -- Syclone, Roboto and several Masters raise the large fallen gate and start to lean and tilt it back into position.

DOWN WIDE - CAMERA PULLS UPWARDS & BACK to see all the Masters in unity, including He-man & BattleCat, standing together, smiling and looking toward the restored gate. PULL BACK FURTHER, as we...

DISSOLVE TO:

**>EXT. SPACE** - The planet, healed & restored. Unity indeed.

**EXT. TOP OF SNAKE MOUNTAIN - NIGHT**

MATCH CUT TO: LUMP OF GROSS FOOD. PULL BACK to REVEAL - BADD

shoveling it into his mouth. WIDEN TO REVEAL - each head looking in a different direction, Two's hand cupped on his chin, as he leans, glumly.

BADD  
<eating sounds> Stupid spell not work! Now stuck with you...

TWO  
You're stuck?! Cretin. <BURP> And stop eating that disgusting food!

BADD  
Shut mouth, scale worm!

TWO  
Stink breath!

PULL BACK as they start to punch at each other & continue to adlib out with insults, as we:

**FADE OUT.**

**THE END**

**FADE IN:**

**MORAL TAG**

**EXT. ROYAL PALACE - DAY**

He-Man stands before the restored door, addresses camera.

HE-MAN  
Syclone found that when people care deeply for one another, it's easy to think of them as family. And if enough of us start caring for our neighbors, maybe one day the whole world will think of itself as one *big* family. Until next time...

**FADE OUT**